TURTLES

1 Operate the turtle by control lever Pick baby turtles up at 'P' blocks and take all of them home
2 Push the shoot button for 'egg bombs' and escape safely while the chasing bugs are paralyzed
3 The turtle has only three egg bombs When they run out go to the center of the maze and get three more bombs
4 There are six baby turtles in eight 'P' blocks But watch the chasing bugs hiding in the other two blocks
5 Advance to the next phase by carrying all six baby turtles home safely

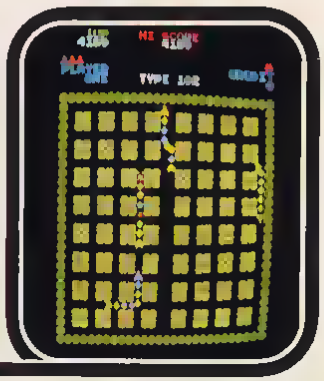
STRATEGY X

1 Your mission is to attack strange immortalians violently
2 Advance by controlling the lever
3 Aim and get the enemy in any direction
4 Their attack patterns will differ as they advance Find their weakpoints for the shortest way to clear
5 Fuel will be supplied as the tank gets to the section 'FUEL'
6 Avoid the explosion of the enemy ammunition 'TNT' or you will be destroyed
7 Bricks may be destroyed by shooting Keep away from "off-limit zone"
8 Keep away from "slip zone" where the controlling is difficult
9 Firing at random only causes shortage in fuel
10 Avoid the mines as they can not be destroyed by bullets

TACTICIAN

1 During the time given before starting off build barricade using joystick and SW in order to prevent UFOs attack
2 Player's laser gun can shoot three bullets consecutively by keeping the button pressed
3 Enemy attacks by guns jumping bombs and missiles Missiles break up into 5 points However every one bullet you hit before they break up decreases the number of parts and they will be blown up 5 hits
4 Jumping bombs attack player's laser gun when it gets to the ground
5 When the barricade are blown up nearby UFOs are destroyed as well

TYPE-102



There are two ways of defeating the enemy centipedes
1 Spit out poison at a tail of enemy centipede and it will diminish in size each time you hit it Get rid of the enemy by spitting the poison Your centipede will diminish in size as it gets hit as well
2 When you encounter the enemy centipede whose length is shorter than or equal to yours crash on its head and it's dead If the enemy is longer avoid it or yours will be out(dead)
3 When all your 3 centipedes are destroyed game is over
4 Advance to the next phase after destroying 10 enemy centipedes
5 One extra centipede after 10 000 points
6 500 bonus points for destroying one enemy
7 Tail color indicates the length of enemy

RED	opponent is longer
YELLOW	the same length
GREEN	shorter

TYPE-104

- Operate the lever horizontally and control the missiles to destroy the enemy base
- The enemy base is located on left side. Your base is on right side
- Avoid the UFO's attack and advance towards left
- Your missile will be destroyed when many UFOs crash
- Game is over when many UFOs invade your base
- The headquster is near. Charge!
- Crashed UFOs and the ones in your base will disappear when you hit the headquster
- You have completed the mission. Number of crashed UFOs and UFOs in your base is indicated at the bottom of screen

TYPE-106

1. Move vertically or horizontally destroying the enemies by machine gun
2. When the last line of enemies get to the bottom, they break up and your base will be occupied. You must destroy them quickly before that
3. Destroy the front enemies first as the invasion is sped up when they gets either side of screen
4. Earn higher points by destroying three different enemies with one bullet. Shoot when they are all in one file
5. Enemy's jets will be exploded with two bullets. Be careful, they might fall on to the rocket in a fire ball if you hit them with only one bullet
6. Bonus points by hitting more than two bullets to each of jet's squadron

TYPE-110

1. Navigate the rocket by control lever and attack the rolling enemies
2. The radar in the middle indicates the number and the location rolling enemies. Advance carefully by controlling the speed with acceleration button
3. The aliens appear on the side radars and warp into the screen. Shoot them or avoid them as they try to crash into your rocket
4. Also be careful with attacks by UFO's
5. Advance to the next phase by destroying all the rolling enemies appeared in the radar screen

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